



The final task you are expected to complete is to write a 180-200 word *For and Against Essay* on "Teenagers and internet access".

Activities **A** and **B** will provide you with input for Activity **C**.

### Activity A

1. Link the words in **COLUMN A** with their corresponding definitions in **COLUMN B**. Write only the numbers that match the letters.

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| COLUMN A           | COLUMN B   |
|--------------------|--|
| a. virtual reality | 1. a large amount of information stored in a computer system                                       |
| b. laptop          | 2. a small piece of semiconductor material carrying many integrated circuits                       |
| c. database        | 3. a computer-generated environment that, to the person experiencing it, closely resembles reality |
| d. android         | 4. an automaton that is created from biological materials and resembles a human                    |
| e. microchip       | 5. a portable computer small enough to use on one's lap  |

a. \_\_\_\_ b. \_\_\_\_ c. \_\_\_\_ d. \_\_\_\_ e. \_\_\_\_

2. Make FIVE predictions about Technology in the Future.

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- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

3. Complete the following text with ten words/expressions from the box. Use each word only once.

|                   |          |             |              |              |
|-------------------|----------|-------------|--------------|--------------|
| limited income    | while    | are getting | to exceed    | survey       |
| lower-price items | in short | pays off    | the spending | are expected |

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Teenagers aren't big online shoppers. A recent **(a)**\_\_\_\_\_ showed that only 15% of teens bought items online. Those who did, purchased **(b)**\_\_\_\_\_ like CDs and books. Considering teenagers' **(c)**\_\_\_\_\_, this makes sense. Children, the next generation of credit card holders, **(d)**\_\_\_\_\_ the message too: a survey by NFO Interactive found that more than 50% of children have asked their parents to buy products they have seen **(e)**\_\_\_\_\_ surfing the Internet. Kids and teens **(f)**\_\_\_\_\_ to spend \$4.9 billion in 2015, but **(g)**\_\_\_\_\_ they promote offline is expected **(h)**\_\_\_\_\_ \$21 billion for the same year. **(i)**\_\_\_\_\_, advertising to teenagers and children **(j)**\_\_\_\_\_.

## Activity B

Read the text and accomplish the following tasks.

Today the internet has become a part of children's natural environment. Most of them have access to the Internet at school and at home, using it for playing games, writing e-mails, web-browsing, downloading, sharing files, chatting and text messaging. Both parents and teachers consider the internet to be an educational tool, thinking that it assists kids with the learning process. §1



As to positive effects of the virtual reality, considering as a part of our world, it is good for children to know how to use a computer and internet. They can use it for searching useful articles and material for the school. Also they can do their homework on computer instead of spending time writing down. §2

Web-browsing gives children possibilities to learn about new things in life, such as other countries and cultures, find out about their habits, language and discover how people live all over the globe. Children can also communicate with their friends and relatives even when they are thousands of miles away. In addition, they can make friends in foreign countries, and even can talk to each other using the advantages of a web cam. There are millions of perfectly safe sites for kids on the net to find useful information, fun computer games and entertainment, but children can also be exposed to different traps and dangers. §3

Most parents do not realize that there might be dangers involved when their children go online. When children surf the web, they can easily be tempted into something not proper and even get harassed. When kids start communicating with strangers online, they do not know or understand that they could actually be talking to a sick or a harmful person. Consequently, kids might be talked into meeting with this or that person they enjoyed communicating online. There have been several actual cases that received national attention about young people meeting someone from the internet and then, being harmed or abducted. §4

Another thing is that many children use internet only for playing games, and not for learning purposes. They sit before the screen for hours, which in turn can lead to headaches, backaches or vision problems. Too much sitting by the computer can be unhealthy and result as well in repetitive stress injuries, obesity and social isolation. §5

In general boys and girls are involved in the Internet to the same extent. Writing e-mails, searching, and instant messaging are the top three activities for both girls and boys. Both genders take part in chat rooms, and view personal home pages. However, girls are more likely to use Internet for education purposes, schoolwork, music and shopping. And what boys are more interested in is technology, entertainment and games. §6

Like with other areas of their children's lives, parents have a big responsibility to guide and guard them and to set clear boundaries to what kids do. Parents need to understand the impact of the technology and know all the time as to what exactly their children access on the web. Parents should always talk to their children about what is online and what might happen online. Parents can make a big difference in reducing the risks for their kids by setting sensible rules and knowing what are the interests of their children. §7

1. Give a suitable title to the text and justify your choice. (Write about 30 words)

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**2. Find evidence in the text for the following statements.**

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2.1. The net not only connects kids to their distant friends but it also leads to new friendships.

2.2. Parents are unaware of the dangers lurking on their kids as soon as they surf the net.

2.3. Children could easily be driven to dangerous encounters.

**3. Complete the following sentences according to the text. Use your own words as far as possible.**

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3.1. Head- and backaches are often a consequence \_\_\_\_\_

3.2. Parents could reduce the risks for their kids if \_\_\_\_\_

**4. Reread paragraph 6 and find synonyms/antonyms for the following words/expressions.**

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| GIVEN WORD         | SYNONYM | ANTONYM |
|--------------------|---------|---------|
| • connected to     | 1.      |         |
| • differently      |         | 2.      |
| • the least liked  |         | 3.      |
| • almost certainly | 4.      |         |
| • don't care about |         | 5.      |

**5. Write the jumbled words in the correct order.**

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5.1. a / new / large / scary / robot / metal \_\_\_\_\_

5.2. a / science fiction / British / film / thought-provoking / 1990's \_\_\_\_\_

5.3. small / portable / smartphones / pink / Japanese \_\_\_\_\_

5.4. a / smart / sophisticated / revolutionary / house \_\_\_\_\_

5.5. an / device / self-operated / electronic / amazing \_\_\_\_\_

**6. Put the verbs in brackets into the present simple, present continuous, past simple, past continuous, present perfect, past perfect, future progressive and be going to.**

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6.1. Recently many big car manufacturers \_\_\_\_\_ (successfully / test) autonomous vehicles.

6.2. More and more people \_\_\_\_\_ (live) in the homes of the future soon.

6.3. Steve Jobs definitely \_\_\_\_\_ (change) the way we understand technology.

6.4. Steve Jobs created an innovative high-tech company but its main product \_\_\_\_\_ (already / be) invented.

6.5. I \_\_\_\_\_ (watch) *The Hunger Games* when my sister called me.

6.6. Mark has made up his mind. He \_\_\_\_\_ (study) electronic engineering.

6.7. Teenagers usually \_\_\_\_\_ (spend) too much time online.

6.8. Technologies \_\_\_\_\_ (currently / affect) kids' socialization.

## ACTIVITY C

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1. In note form, list up five reasons why people use the Internet.

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**2. Write a 180-200 word For and Against Essay.**

## “Should teens have unlimited access to the Internet?”

[illegible]

## Key

### Activity A1.

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|------|------|------|------|------|
| a. 3 | b. 5 | c. 1 | d. 4 | e. 2 |
|------|------|------|------|------|

### 2. Predictions for the future:

- technology will increase the unemployment rate
- more people will lose touch with nature
- robotics will be a great help for the elderly and handicapped people
- real teachers won't be replaced by holograms or robots
- a frightening new world will emerge

### 3.

a) survey b) low-price items c) limited income d) are getting e) while  
f) are expected g) the spending h) to exceed i) In short j) pays off

### Activity B

1. I would suggest the title "**Kids online – just connected or dangerously trapped?**", because it sums up the key idea of the text, which emphasises not only the benefits of the virtual world but also the real dangers the kids may be exposed to when they lack their parents' supervision or don't follow some basic net requirements.

### 2.

2.1. "Children can also communicate with their friends and relatives even when they are thousands of miles away. In addition, they can make friends in foreign countries ..."

2.2. "Most parents do not realize that there might be dangers involved when their children go online."

2.3. "... they do not know or understand that they could actually be talking to a sick or a harmful person. Consequently, kids might be talked into meeting with this or that person they enjoyed communicating online."

3.1. ... of behaving like mouse potatoes.

3.2. ... they tried to establish more dialogue and imposed more rules.

### 4.

1. involved in 2. to the same extent 3. the top 4. more likely 5. are more interested in

### 5.

1. a scary large new metal robot

2. a thought-provoking 1990's British science-fiction film

3. small pink Japanese portable smart phones

4. a sophisticated revolutionary smart house

5. an amazing self-operated electronic device

### 6.

6.1. have successfully tested 6.2. will be living 6.3. changed 6.4. had already been

6.5. was watching 6.6. is going to study 6.7. spend 6.8. are currently affecting

### ACTIVITY C

- To get/share information they need
- To communicate with each other
- To relax and to have fun
- To connect with the entire World
- To deposit any bill, transfer money through accounts, and make internet reservations on time from their home.